CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 learning games that teach over 45 essential reading and math skills for kindergarten.

1ST GRADE

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 learning games that teach over 70 essential reading and math skills for 1st grade.

Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

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DORA THE EXPLORER™

¡Hola! Help Dora and Boots rescue animals and learn 45 pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

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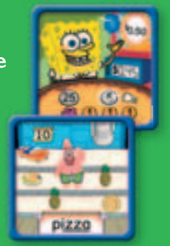
SPONGEBOB SQUAREPANTS™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.



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CREATED BY STEPHEN HILLENBURG

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.

PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO

Disney Princess Enchanted Learning

This enchanting educational game features the beloved Disney Princesses in animated activities that teach fundamental early reading and math skills.

1 Getting Started:
Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

3 Game Selection Screen

Disney Princess Enchanted Learning has exciting learning games. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the "A" button to start the game.

To turn off the background music, touch the tab with the music note in the lower right corner. Select "music on" or "music off" and OK to confirm. This setting will return to "music on" each time the unit is powered on.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

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MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

LETTER FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Letter Factory, where new letters learn their sounds!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

TALKING WORDS™ FACTORY VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Talking Words Factory, where letters combine to make words.

Images are representative of gameplay and do not reflect actual screenshot pixelation.

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COMING FALL 2004!

Learning at All Levels

Games that teach reading and math skills advance through three levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. In *Clam Madness,* for example, the levels go from **1)** finding letters that stand for a specific sound; to **2)** finding words that begin and end with a specific letter; to **3)** finding words that begin or end with a specific sound. The game also speeds up and gets more complex, requiring increased eye-hand coordination. The program allows for as much practice at any given level as a player would like to have.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the Help button or gets several incorrect answers. In *Swim For It,* for example, if a player has not successfully solved the equation, several helpful hints will come up, and prompt the player to try again. If the player succeeds, then game play continues. If not, then another more specific tutorial is provided.

All Gussied Up

HOW TO PLAY

Players join in the fun as the mice make a gown for Cinderella. The object of the game is to collect letters, numbers and shapes to make or complete patterns and sequences. Players use the Arrow buttons to move Gus around the screen and press the "A" button to help him jump on a spool and propel him to the next level of thread. Players also use the "A" button to help Gus jump on a thimble, and move him to a lower level.

WHAT'S BEING TAUGHT?

Number/Letter/Shape Recognition: An ability to recognize letters, numbers, and basic shapes and identify them by name; an ability to match like objects and group them by similar characteristics.

Letter Order: An understanding of alphabetical order.

Number Order: An understanding that numbers on a number line increase by one; an understanding that numbers can be grouped and counted.

Logical Reasoning: An ability to complete puzzles of increasing complexity by determining a strategy; an ability to extend, complete, or duplicate patterns by determining the specific attributes of those patterns.

Patterns: An ability to extend and repeat patterns, and make patterns based on given alphabetical patterns.

WHY IS THAT IMPORTANT?

To do simple math, children must be able to understand the concept of the number line and that, in our numeric system, numbers increase by one on that line. Later, as logic comes into play, children learn that numbers can be grouped and counted. Logical reasoning becomes an increasingly important part of your child's life, from strategizing game play on a handheld learning tool to strategizing time in order to get homework done!

Dance Magic

HOW TO PLAY

At last, it's time for the ball! As Cinderella and the Prince dance the night away, players are challenged to trace over dancing footsteps to form letters, numbers and shapes. Then, Cinderella and the Prince dance over the form. As each line appears, players are instructed to "start at the green footsteps, then make a line to the red ones." Once a letter, number or shape is completely formed, it is lit up and identified by name. Your child should use the stylus to trace, taking care that fingers don't touch the screen. Throughout the game, players earn diamonds that may be viewed in the jewel chamber at any time by touching the on the main activity screen.

WHAT'S BEING TAUGHT?

Letter Recognition and Formation: An ability to recognize and write all the letters of the alphabet in capital and lowercase forms.

Number Recognition and Formation: An ability to recognize and write numbers through 9.

Shape Recognition and Formation: An ability to recognize and form basic shapes: circle, square, triangle, and rectangle.

Eye-to-Hand Coordination: An ability to duplicate a letter, number, or shape by tracing within the lines.

WHY IS THAT IMPORTANT?

For little ones, speaking is the primary vehicle for communicating thoughts and feelings. Soon, however, children learn to write their letters and numbers. They learn to associate letters with sounds and blend those sounds together to make words. They learn to spell and write—and, when they do, another door to communication has opened.

Cinderella: Sing a Song, or Play a Game

HOW TO PLAY

Players sing a song or play a game by touching the on the main activity screen. Players can then choose whether they want to sing along with the characters, or sing by themselves. Words are highlighted as Cinderella's fairy godmother sings *"Bibbidi Bobbidi Boo."*

Players can choose the to play a game. Throughout the entire activity, players can touch the scene with the stylus and prompt surprise responses from the objects and animals!

WHAT'S BEING TAUGHT?

Music Appreciation: The songs from Disney classics, such as Cinderella, have been hailed for their lighthearted lyrics and breezy tunes. Through repetitive words and phrases—and, in the case of *"Bibbidi Bobbidi Boo,"* the alliterative use of the *b* sound—the songs spark children's interest in learning the lyrics and singing along.

Memory: By playing the song over again, children will easily commit the simple tune and playful lyrics to memory.

Reading: Players learn the order of letters and sounds of letters that form the words in the songs. Children hear the words being sung, and simultaneously see them on the screen.

WHY IS THAT IMPORTANT?

Recognition of letters and letter sounds is important to developing reading skills. An early recognition and appreciation of the arts is a great way to develop your child's aesthetic sensibilities. By exposing your child to a variety of music at an early age, you are encouraging your child to become a lifelong lover of music as a form of creative expression. Music is critical to the development of language and listening skills.

Swim for It

HOW TO PLAY

Help Ariel collect treasures from a sunken ship. Players use the Arrow buttons to navigate Ariel through the ocean to find sets of objects that equal a specific amount, and to create and solve simple math equations. During game play, players collect rubies that may be viewed in the jewel chamber at any time by touching the on the main activity page.

WHAT'S BEING TAUGHT?

Counting and Number Recognition: An ability to recognize and relate a set of objects to the numeral that represents it; an ability to identify a numeral by name; an ability to count to 10.

Simple Addition and Subtraction: An understanding that "adding" means "putting things together," or the ability to put together sets of objects to find their sum.

Level 1: players find specific numbers and groups.

Level 2: players find the sum of simple addition equations, and build their own equations in order to find the sums.

Level 3: players find the difference in simple subtraction equations, and build their own equations in order to find the differences. They also solve addition equations with sums greater than 5, and build addition problems.

WHY IS THAT IMPORTANT?

Many processes are involved in developing math skills. For example, numbers and counting, including learning number names, number order, and especially, learning that numbers are symbols that stand for things: 3 stands for 3 seashells, 4 stands for 4 starfish. Children learn to count sets of objects to tell how many there are. They then combine sets to determine how many in all, and subtract one set from another to determine the difference.

Clam Madness

HOW TO PLAY

As the clams open and shut their shells, they display objects, such as letters, numbers, and shapes. Players must touch as many objects with specific attributes as they can within the given time (and before each clam shuts its shell). During game play, players collect pearls that may be viewed in the jewel chamber at any time by touching the on the main activity screen.

WHAT'S BEING TAUGHT?

Number/Letter/Shape Recognition: An ability to recognize letters, numbers and basic shapes, and identify them by name.

Letter/Sound Associations: An ability to match a letter to the sound it represents.

WHY IS THAT IMPORTANT?

Once children are able to identify how alphabet letters and letter/sound associations are made, they begin to blend the sounds together to read words and separate the sounds in words to spell them. One great way to reinforce the letter/sound association is to practice reading words in phonetically regular patterns, such as CVC (consonant-vowel-consonant) words. Matching words to pictures, as well as printed words to spoken words, helps reinforce the letter/sound association.

The Little Mermaid: Sing a Song, or Play a Game

HOW TO PLAY

Players sing a song or play a game by touching the on the home page. The players can then choose whether they want to sing along with the characters, or sing by themselves. The lyrics of the song are highlighted as Ariel sings *Part of Your World.* Players can choose the to play a game. Throughout the entire activity, players can touch the scene with the stylus and elicit surprise responses!

WHAT'S BEING TAUGHT?

Music Appreciation: Songs from Disney classics, such as *The Little Mermaid,* have been lauded for the heartfelt storylines of their lyrics and their beautiful melodies.

Memory: By playing the song over again, children will easily commit the memorable lyrics to memory.

WHY IS THAT IMPORTANT?

In many animated films, the story is advanced by the lyrics of the musical score, which often express the feelings of the characters. Songs can also be used to express a child's feelings or even change a child's mood. More and more research is being conducted on the power of music to alter moods and create positive health benefits.

Try This at Home:

Reinforcing Math Skills

- Cut out a variety of circles, squares, triangles and rectangles from construction paper. Make the shapes big and small, wide and narrow, and in different colors/colours. Then, arrange a pattern, such as big orange circle, small orange circle, big yellow square, small yellow square, and have your child extend the pattern, using two more shapes. Take turns extending the patterns that you or your child created. Then, try duplicating or matching a pattern with a set of different attributes. For example, make a pattern using only circles and ask your child to duplicate the pattern using only squares.
- Play "What's Next?" Begin a number sequence, such as 14, 15, 16. Have your child provide the next three numbers. Then invite your child to switch roles and play again.
- Use magnetic numbers to make a sequence on your refrigerator door. Leave a blank space in a set of five numbers and ask your child to fill it in with the number that completes the sequence.
- Go on a scavenger hunt with your child, looking for items that can be counted by 5s and 10s, such as pennies in a piggy bank. Have your child skip count the items to find the total amount.
- Combine science and nature to help your child count. Collect seashells at the beach, or fallen leaves in your local park. Sort them into different categories and then count the sets you've made. Add them together to see how many in all, or subtract one set from another to determine the difference.
- Play leapfrog! Go outside and draw 10 lily pads on the pavement with chalk. Separate the pads so that your child can leap from pad to pad. Write the numbers 1 to 10 in order on the pads. Have your child trace over the numbers. Then, invite him or her to leap like a frog from pad to pad, calling out the numbers 1 to 10. Change the numbers to 11–20; 21–30; or to skip count by 2s (2, 4, 6, 8, 10, 12, 14, 16, 18, 20); by 5s (5, 10, 15, 20, 25, 30, 35, 40, 45, 50); or by 10s to 100.

Try This at Home:

Reinforcing Reading Skills

- Pick a letter of the day and look for it everywhere: on clothing, on cookie and cereal boxes, on street signs, on license plates—even on supermarket shelves.
- Make a letter cube by pasting blank paper on each side of an old tissue box. Print a large black capital letter on each side and roll the cube. Ask your child to name the letter that is face up when the cube lands, and then write the lowercase form of that letter on a piece of paper.
- Using chalk, make a path of alphabet letters from A to Z on the sidewalk. Have your child walk along the path, reciting each letter name as he or she steps on it.
- Set up a writing corner in your child's room or in some quiet corner of your home. Stock it with paper, crayons, pencils, markers, alphabet books and traceable letters. Encourage your child to practice writing alphabet letters in capital and lowercase forms.
- Say a list of words that begins with the same sound, for example, *cookie, cat, comb.* Ask your child to add a word to the list that begins with the same sound.
- Make letter cards that will help your child remember the shape and the sound the letter stands for. For example, paint the letter *p* in purple; make an *m* from macaroni; cut out the *v* from a scrap of velvet cloth. Have your child trace the letters you've made, while saying the letter's name and the sound it stands for.
- Create an alphabet book with your child. Be sure to have one sheet of construction paper for each letter of the alphabet, and one more sheet for the cover of your book. Be sure each page includes the alphabet letter in capital and lowercase form, as well as picture (either drawn or cut from an old magazine) that begins with that letter of the alphabet. Maybe you'd like to have a caption sentence on each page that uses each letter in an alliterative way.

U.S./Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: *http://www.leapfrog.com/support,* or our Canada Consumer Support Web site at: *http://lfcanada.custhelp.com*, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty.

Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement product will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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